

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

- a first round;
- a plurality of different outcomes of said first round;
- a second round;
- at least one winning outcome of said second round;
- a plurality of different probabilities of providing said winning outcome of said second round;
- a display device; and
- a processor operable with the display device to
 - (a) select and display at least one of said outcomes of said first round,
 - (b) select one of said different probabilities of providing said winning outcome of said second round, wherein said probability of providing said winning outcome of said second round is selected based exclusively on the number of selected non-selected outcome outcomes of said first round, and
 - (c) determine whether to provide a player the winning outcome of the second round, wherein said determination is based on the selected probability of providing said winning outcome of said second round.

Claim 2 (original): The gaming device of Claim 1, wherein said processor is operable to provide the player an award based on the selected outcome of said first round and the winning outcome of said second round if said determination is to provide the player the winning outcome of said second round.

Claim 3 (original): The gaming device of Claim 1, wherein said processor is operable to provide the player an award based on the selected outcome of the first round if said determination is not to provide the player the winning outcome of said second round.

Claim 4 (original): The gaming device of Claim 1, wherein the processor is operable to enable the player to play the first round.

Claim 5 (original): The gaming device of Claim 1, wherein the processor is operable to enable the player to play the second round.

Claim 6 (original): The gaming device of Claim 1, wherein the processor is operable to enable the player to play the first round and the second round.

Claim 7 (original): The gaming device of Claim 1, which includes at least one subsequent round, at least one winning outcome of said subsequent round and a plurality of different probabilities of providing said winning outcome of said subsequent round.

Claim 8 (original): The gaming device of Claim 7, wherein the processor is operable to select one of the probabilities of providing said winning outcome of said subsequent round based on the selected outcome of said first round and determine whether to provide the player the winning outcome of said subsequent round based on the selected probability of providing said winning outcome of said subsequent round.

Claim 9 (original): The gaming device of Claim 7, wherein the processor is operable to select one of the probabilities of providing said winning outcome of said subsequent round based on the selected outcome of said second round and determine whether to provide the player the winning outcome of said subsequent round based on the selected probability of providing said winning outcome of said subsequent round.

Claim 10 (original): The gaming device of Claim 7, wherein the processor is operable to select one of the probabilities of providing said winning outcome of said subsequent round based on the selected outcome of said first round and said second round and determine whether to provide the player the winning outcome of said subsequent round based on the selected probability of providing said winning outcome of said subsequent round.

Claim 11 (currently amended): A gaming device comprising:
a primary wagering game operable upon a wager by a player;
a first round;
a plurality of different outcomes of said first round;
a second round;
at least one winning outcome of said second round;
a plurality of different probabilities of providing said winning outcome of said second round; and

a triggering event associated with said primary wagering game, wherein after the occurrence of said triggering event:

(a) one of said plurality of outcomes of said first round is selected and displayed;

(b) one of said different probabilities of providing said winning outcome of said second round is selected, wherein said probability of providing said winning outcome of said second round is selected based exclusively on the number of selected non-selected outcome-outcomes of said first round; and

(c) a determination of whether to provide the player the winning outcome of the second round occurs, wherein said determination is based on the selected probability of providing said winning outcome of said second round.

Claim 12 (previously presented): The gaming device of Claim 11, wherein an award based on the selected outcome of said first round and the winning outcome of said second round are provided to the player if said determination is to provide the player the winning outcome of said second round.

Claim 13 (original): The gaming device of Claim 11, wherein an award based on the selected outcome of the first round is provided to the player if said determination is not to provide the player the winning outcome of said second round.

Claim 14 (original): The gaming device of Claim 11, wherein the player is enabled to play the first round.

Claim 15 (original): The gaming device of Claim 11, wherein the player is enabled to play the second round.

Claim 16 (original): The gaming device of Claim 11, wherein the player is enabled to play the first round and the second round.

Claim 17 (original): The gaming device of Claim 11, which includes at least one subsequent round, at least one winning outcome of said subsequent round and a plurality of different probabilities of providing said winning outcome of said subsequent round.

Claim 18 (original): The gaming device of Claim 17, wherein one of the probabilities of providing said winning outcome of said subsequent round is selected based on the selected outcome of said first round and a determination of whether to provide the player the winning outcome of the subsequent round occurs, wherein said determination is based on the selected probability of providing said winning outcome of said subsequent round.

Claim 19 (original): The gaming device of Claim 17, wherein one of the probabilities of providing said winning outcome of said subsequent round is selected based on the selected outcome of said second round and a determination of whether to provide the player the winning outcome of the subsequent round occurs, wherein said determination is based on the selected probability of providing said winning outcome of said subsequent round.

Claim 20 (original): The gaming device of Claim 17, wherein one of the probabilities of providing said winning outcome of said subsequent round is selected based on the selected outcome of said first round and said second round and a determination of whether to provide the player the winning outcome of the subsequent round occurs, wherein said determination is based on the selected probability of providing said winning outcome of said subsequent round.

Claim 21 (currently amended): A gaming device comprising:

- a first round;
- a plurality of positive outcomes of said first round;
- a second round;
- at least one positive outcome of said second round;
- a plurality of different probabilities of providing said positive outcome of said second round;
- a display device; and
- a processor operable with the display device to
 - (a) select and display a number of said plurality of positive outcomes of said first round,
 - (b) select one of said different probabilities of providing said positive outcome of said second round, wherein said probability of providing said positive outcome of said second round is selected based exclusively on the number of ~~selected-non-selected~~ positive outcomes of said first round, and
 - (c) determine whether to provide a player the positive outcome of the second round, wherein said determination is based on the selected probability of providing said positive outcome of said second round.

Claim 22 (currently amended): A gaming device comprising:
a primary wagering game operable upon a wager by a player;
a first round;
a plurality of different positive outcomes of said first round;
a second round;
at least one positive outcome of said second round;
a plurality of different probabilities of providing said positive outcome of said second round; and

a triggering event associated with said primary wagering game, wherein after the occurrence of said triggering event,

(a) a number of said plurality of positive outcomes of said first round are selected and displayed,

(b) one of said different probabilities of providing said positive outcome of said second round is selected, wherein said probability of providing said positive outcome of said second round is selected based exclusively on the number of ~~selected-non-selected~~ positive outcomes of said first round, and

(c) a determination of whether to provide the player the positive outcome of the second round occurs, wherein said determination is based on the selected probability of providing said positive outcome of said second round.

Claim 23 (currently amended): A gaming device comprising:

a first round;

a range of different independently determined values of said first round;

a second round including a modifier;

a range of different probabilities of obtaining said modifier of said second round;

a display device; and

a processor operable with the display device to

(a) indicate at least one of said values of said first round to a player,

(b) select one of said different probabilities of obtaining said modifier of said second round, wherein the greater the indicated value of said first round the lower the selected probability of obtaining said modifier of said second round,

(c) determine whether to provide the player said modifier of said second round, wherein said determination is based on the selected probability of obtaining said modifier of said second round,

(d) provide the player the indicated value of the first round if the determination is not to provide the player said modifier of said second round, and

(e) modify the indicated value of said first round by said modifier of the second round if the determination is to provide the player said modifier of said second round.

Claim 24 (original): The gaming device of Claim 23, wherein said processor is operable to provide the player any modified value.

Claim 25 (original): The gaming device of Claim 23, wherein said first round includes a plurality of opportunities to obtain said values, wherein each of said opportunities is associated with a probability of obtaining one of said values.

Claim 26 (original): The gaming device of Claim 25, wherein said processor is operable to provide the player at least one of said plurality of opportunities and to determine based on the associated probability for each provided opportunity whether to indicate one of said values.

Claim 27 (currently amended): A gaming device comprising:
a primary wagering game operable upon a wager by a player;
a first round;
a range of different independently determined values of said first round;
a second round including a modifier;
a range of different probabilities of obtaining said modifier of said second round;
and

a triggering event associated with said primary wagering game wherein, after the occurrence of said triggering event,

(a) at least one of said values of said first round is indicated to the player,

(b) one of said different probabilities of obtaining said modifier of said second round is selected, wherein the greater the indicated value of said first round the lower the selected probability of obtaining said modifier of said second round,

(c) a determination of whether to provide the player said modifier of said second round occurs, wherein said determination is based on the selected probability of obtaining said modifier of said second round,

(d) the player is provided the indicated value of the first round if the determination is not to provide the player said modifier of said second round, and

(e) the indicated value of said first round is modified by said modifier of the second round if the determination is to provide the player said modifier of said second round.

Claim 28 (original): The gaming device of Claim 27, wherein the player is provided any modified value.

Claim 29 (original): The gaming device of Claim 27, wherein said first round includes a plurality of opportunities to obtain said values, wherein each of said opportunities is associated with a probability of obtaining one of said values.

Claim 30 (original): The gaming device of Claim 29, wherein the player is provided at least one of said plurality of opportunities and a determination occurs based on the associated probability for each provided opportunity of whether to indicate one of said values.

Claim 31 (currently amended): A gaming device comprising:

a first round;

a range of different independently determined values of said first round;

a second round including a modifier;

a range of different probabilities of obtaining said modifier of said second round;

a display device; and

a processor operable with the display device to

(a) indicate at least one of said values of said first round to a player,

(b) select one of said different probabilities of obtaining said modifier of said second round, wherein the greater the indicated value of said first round, the higher the selected probability of obtaining said modifier of said second round,

(c) determine whether to provide the player said modifier of said second round, wherein said determination is based on the selected probability of obtaining said modifier of said second round,

(d) provide the player the indicated value of the first round if the determination is not to provide the player said modifier of said second round, and

(e) modify the indicated value of said first round by said modifier of the second round if the determination is to provide the player said modifier of said second round.

Claim 32 (original): The gaming device of Claim 31, wherein said processor is operable to provide the player any modified value.

Claim 33 (currently amended): A gaming device comprising:
a primary wagering game operable upon a wager by a player;
a first round;
a range of different independently determined values of said first round;
a second round including a modifier;
a range of different probabilities of obtaining said modifier of said second round;
and
a triggering event associated with said primary wagering game wherein, after the occurrence of said triggering events,
(a) at least one of said values of said first round is indicated to the player,
(b) one of said different probabilities of obtaining said modifier of said second round is selected, wherein the greater the indicated value of said first round, the higher the selected probability of obtaining said modifier of said second round,
(c) a determination of whether to provide the player said modifier of said second round occurs, wherein said determination is based on the selected probability of obtaining said modifier of said second round,
(d) the player is provided the indicated value of the first round if the determination is not to provide the player said modifier of said second round, and
(e) the indicated value of said first round is modified by said modifier of the second round if the determination is to provide the player said modifier of said second round.

Claim 34 (original): The gaming device of Claim 33, wherein the player is provided any modified value.

Claim 35 (currently amended): A gaming device comprising:

- a first round;
- a plurality of different outcomes of said first round;
- a second round;
- at least one positive outcome of said second round;
- a plurality of different probabilities of providing said positive outcome of said second round;
- a display device; and
- a processor operable with the display device to
 - (a) select and display at least one of said outcomes of said first round,
 - (b) enable a player to accept or reject said selected outcome of said first round,
 - (c) provide the player said selected outcome of said first round if the player accepts said selected outcome of said first round,
 - (d) select one of said different probabilities of providing said positive outcome of said second round if the player rejects said selected outcome of said first round, wherein said probability of providing said positive outcome of said second round is selected based exclusively on the number of selected-non-selected outcome-outcomes of said first round, and
 - (e) determine whether to provide the player the positive outcome of the second round if the player rejects said selected outcome of said first round, wherein said determination is based on the selected probability of providing said positive outcome of said second round.

Claim 36 (original): A gaming device comprising:
a first round;
a plurality of different outcomes of said first round;
a second round;
a plurality of different outcomes of said second round, wherein each one of the outcomes of said second round is individually associated with a different one of said outcomes of said first round;
at least one display device; and
a processor operable with the display device to select at least one of said outcomes of said first round and display said selected outcome of said first round, wherein, when said selected outcome of said first round is displayed, said associated outcome of said second round is prevented from being obtained in said second round.

Claim 37 (original): The gaming device of Claim 36, wherein said display device is a mechanical device, wherein each display device includes a first position associated with one of said outcomes of said first round and a second position associated with the outcome of said second round that is associated with said outcome of said first round.

Claim 38 (original): The gaming device of Claim 37, wherein said processor is operable to move said display device to said first position to display said selected outcome of said first round, wherein, once said display device is moved to said first position, said display device cannot simultaneously display said outcome associated with said second position.

Claim 39 (original): A gaming device comprising:
a plurality of first outcomes;
a plurality of second outcomes, wherein each of said second outcomes is individually associated with a different one of said first outcomes; and
a player award adapted to be provided to a player which includes at least one of the first outcomes and at least one of said second outcomes, wherein, for each provided first outcome, said associated second outcome cannot be provided to the player, and, for each provided second outcome, said associated first outcome cannot be provided to the player.

Claim 40 (original): The gaming device of Claim 39, which includes at least one mechanical display device, wherein each display device is adapted to be moved to at least a first or a second position, wherein said first position is associated with one of said first outcomes and said second position is associated with said second outcome that is associated with said associated first outcome.

Claim 41 (original): The gaming device of Claim 40, wherein, when said display device is moved to said first position, said outcome associated with said second position cannot be provided to the player.

Claim 42 (original): The gaming device of Claim 39, wherein the player is enabled to select at least one of said first outcomes.

Claim 43 (original): The gaming device of Claim 39, wherein the player is enabled to select at least one of said second outcome.

Claim 44 (currently amended): A gaming device comprising:

- a first round;
- a plurality of values of said first round, wherein each value is associated with a probability;
- a second round including a modifier;
- a plurality of probabilities of obtaining said modifier of said second round;
- a display device; and
- a processor operable with the display device to:
 - (a) enable a player to play said first round, wherein said first round includes:
 - (i) selecting one of said plurality of values,
 - (ii) determining whether to provide said selected value to the player, wherein said determination is based on the probability associated with the selected value,
 - (iii) providing said selected value to the player if said determination is to provide said selected value to the player, and
 - (iv) repeating steps (i) to (iii) until the occurrence of a terminating event, and
 - (b) enable the player to play said second round after the occurrence of said terminating event, wherein said second round includes:
 - (i) selecting one of said probabilities of obtaining said modifier of said second round, wherein said probability of obtaining said modifier is selected based exclusively on the number of ~~provided~~ non-provided values of said first round,
 - (ii) determining whether the player obtains said modifier, wherein said determination is based on said selected probability of obtaining said modifier,
 - (iii) applying said modifier to any provided values of said first round to form a modified value of said second round, if said determination is that the player obtains said modifier, and

(iv) providing said modified value if said determination is that the player obtains said modifier.

Claim 45 (currently amended): The gaming device of Claim 44, wherein the higher the number of ~~provided~~non-provided values of said first round, the lower the probability of obtaining said modifier of said second round.

Claim 46 (currently amended): The gaming device of Claim 44, wherein the higher the number of ~~provided~~non-provided values of said first round, the higher the probability of obtaining said modifier of said second round.

Claim 47 (currently amended): A gaming device comprising:

- a first round;
- a plurality of values of said first round, wherein each value is associated with a probability;
- a second round including a modifier;
- a plurality of probabilities of obtaining said modifier of said second round;
- a plurality of selections;
- a display device; and
- a processor operable with the display device to:
 - (a) enable a player to play said first round, wherein said first round includes:
 - (i) selecting one of said plurality of values,
 - (ii) associating said selected value with at least one of said selections, wherein the number of selections associated with said selected value is based on the probability associated with said selected value,
 - (iii) enabling the player to pick one of said selections,
 - (iv) revealing if said selected value is associated with the player picked selection, and
 - (v) repeating steps (i) to (iv) until the occurrence of a terminating event, and
 - (b) enable the player to play said second round after the occurrence of said terminating event, wherein said second round includes:
 - (i) selecting one of said probabilities of obtaining said modifier of said second round, wherein said probability of obtaining said modifier of said second round is selected based exclusively on the number of revealed un-revealed values of said first round,
 - (ii) associating said modifier with at least one of said selections, wherein the number of selections associated with said modifier is based on the selected probability of obtaining said modifier in the second round,
 - (iii) enabling the player to pick one of said selections,

- (iv) revealing if said modifier is associated with the player picked selection,
- (v) applying said modifier to any revealed values of said first round to form a modified value of said second round if said modifier is associated with the player picked selection,
- (vi) providing said modified value if said modifier is associated with the player picked selection and
- (vii) providing any revealed values of said first round if said modifier is not associated with the player picked selection.

Claim 48 (original): The gaming device of Claim 47, which includes a plurality of terminators.

Claim 49 (original): The gaming device of Claim 48, wherein the processor is operable to provide the player one of said terminators in the first round if the player's picked selection is not associated with said selected value.

Claim 50 (original): The gaming device of Claim 49, wherein said terminating event occurs when the player is provided a designated number of terminators.

Claim 51 (currently amended): The gaming device of Claim 47, wherein the higher the number of ~~revealed~~un-revealed values of said first round, the lower the probability of obtaining said modifier of said second round.

Claim 52 (currently amended): A gaming device comprising:

- a first round;
- a plurality of values of said first round;
- a plurality of opportunities of said first round, wherein each opportunity is associated with a probability of obtaining one of said values;
- a plurality of selections;
- a second round including a modifier;
- a plurality of probabilities of obtaining said modifier of said second round;
- a display device; and
- a processor operable with the display device to:
 - (a) enable a player to play said first round, wherein said first round includes:
 - (i) selecting one of said opportunities of said first round,
 - (ii) selecting one of said values for said selected opportunity,
 - (iii) associating said selected value with at least one of said selections, wherein the number of selections associated with said selected value is based on the probability associated with said selected opportunity,
 - (iv) enabling the player to pick one of said selections,
 - (v) revealing if said selected value is associated with the player picked selection, and
 - (vi) repeating steps (i) to (v) until the occurrence of a terminating event, and
 - (b) enable the player to play said second round after the occurrence of said terminating event, wherein said second round includes:
 - (i) selecting one of said probabilities of obtaining said modifier of said second round, wherein said probability of obtaining said modifier of said second round is selected based exclusively on the number of revealed un-revealed values of said first round,

- (ii) associating said modifier with at least one of said selections, wherein the number of selections associated with said modifier is based on the selected probability of obtaining said modifier in the second round,
- (iii) enabling the player to pick one of said selections,
- (iv) revealing if said modifier is associated with the player picked selection,
- (v) applying said modifier to any revealed values of said first round to form a modified value of said second round, if said modifier is associated with the player picked selection,
- (vii) providing said modified value if said modifier is associated with the player picked selection, and
- (viii) providing any revealed values of said first round if said modifier is not associated with the player picked selection.

Claim 53 (original): The gaming device of Claim 52, wherein said terminating event occurs when the steps (i) to (v) are repeated for a designated number of opportunities.

Claim 54 (original): The gaming device of Claim 52, which includes a plurality of terminators.

Claim 55 (original): The gaming device of Claim 54, wherein the processor is operable to provide the player one of said terminators in the first round if the player's picked selection is not associated with said selected value.

Claim 56 (original): The gaming device of Claim 55, wherein said terminating event occurs when the player is provided a designated number of terminators.

Claim 57 (currently amended): The gaming device of Claim 52, wherein the higher the number of ~~revealed~~un-revealed values of said first round, the lower the probability of obtaining said modifier of said second round.

Claim 58 (currently amended): A gaming device comprising:
a primary wagering game operable upon a wager by a player;
a first round;
a plurality of values of said first round, wherein each value is associated with a probability;
a second round including a modifier;
a plurality of probabilities of obtaining said modifier of said second round; and
a triggering event associated with said primary wagering game, wherein, after the occurrence of said triggering event:

(a) the player is enabled to play said first round, wherein, in said first round:

- (i) one of said plurality of values is selected,
- (ii) a determination occurs of whether to provide said selected value to the player, wherein said determination is based on the probability associated with the selected value,
- (iii) said selected value is provided to the player if said determination is to provide said selected value to the player, and
- (iv) steps (i) to (iii) are repeated until the occurrence of a terminating event; and

(b) the player is enabled to play said second round after the occurrence of said terminating event, wherein in said second round:

- (i) one of said probabilities of obtaining said modifier of said second round is selected, wherein said probability of obtaining said modifier is selected based exclusively on the number of ~~provided-non-~~provided values of said first round,
- (ii) a determination occurs of whether the player obtains said modifier, wherein said determination is based on said selected probability of obtaining said modifier,

(iii) said modifier is applied to any provided values of said first round to form a modified value of said second round, if said determination is that the player obtains said modifier, and

(iv) said modified value is provided to the player if said determination is that the player obtains said modifier.

Claim 59 (currently amended): The gaming device of Claim 58, wherein the higher the number of ~~provided~~ non-provided values of said first round, the lower the probability of obtaining said modifier of said second round.

Claim 60 (currently amended): The gaming device of Claim 58, wherein the higher the number of ~~provided~~ non-provided values of said first round, the higher the probability of obtaining said modifier of said second round.